SNK™

NEO·GEO CD

METAL SLUG™

NEO GEO™
ADVANCED ENTERTAINMENT SYSTEM

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To You Combat-Hungry Space Cadets

Our most honorable thanks for your purchase of the NEO GEO CD-ROM version of "METAL SLUG." Before you burst into battle, read through this exciting instruction booklet and learn how to get through battle and climb to the top ranks without leaving a slimy trail behind you!

* You may want to take a gander at your NEO GEO CD or NEO GEO CDZ console user's manual, too, during this delightful little read.
* If the "BACK-UP MEMORY IS FULL" message appears, erase saved data. Refer to the console's user's manual for a detailed explanation on how to erase data.

WARNING

To get the most enjoyment out of this and other NEO GEO video games, we encourage you to follow the suggestions below.

- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the television screen.

[EPILEPSY WARNING]

Please read before playing the NEO GEO system

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician : involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

PROJECTION TELEVISION WARNING

Do not use a front or rear projection television with your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or NEO GEO CD / NEO GEO HOME SYSTEM games. Still pictures or images in video games, or placing a game on hold or pause, may cause permanent picture-tube damage. SNK and its licensees will not be liable for any damage to your projection television if you ignore this warning and use your NEO GEO CD / NEO GEO HOME SYSTEM CONSOLE or games with your projection television.

AVERTISSEMENT

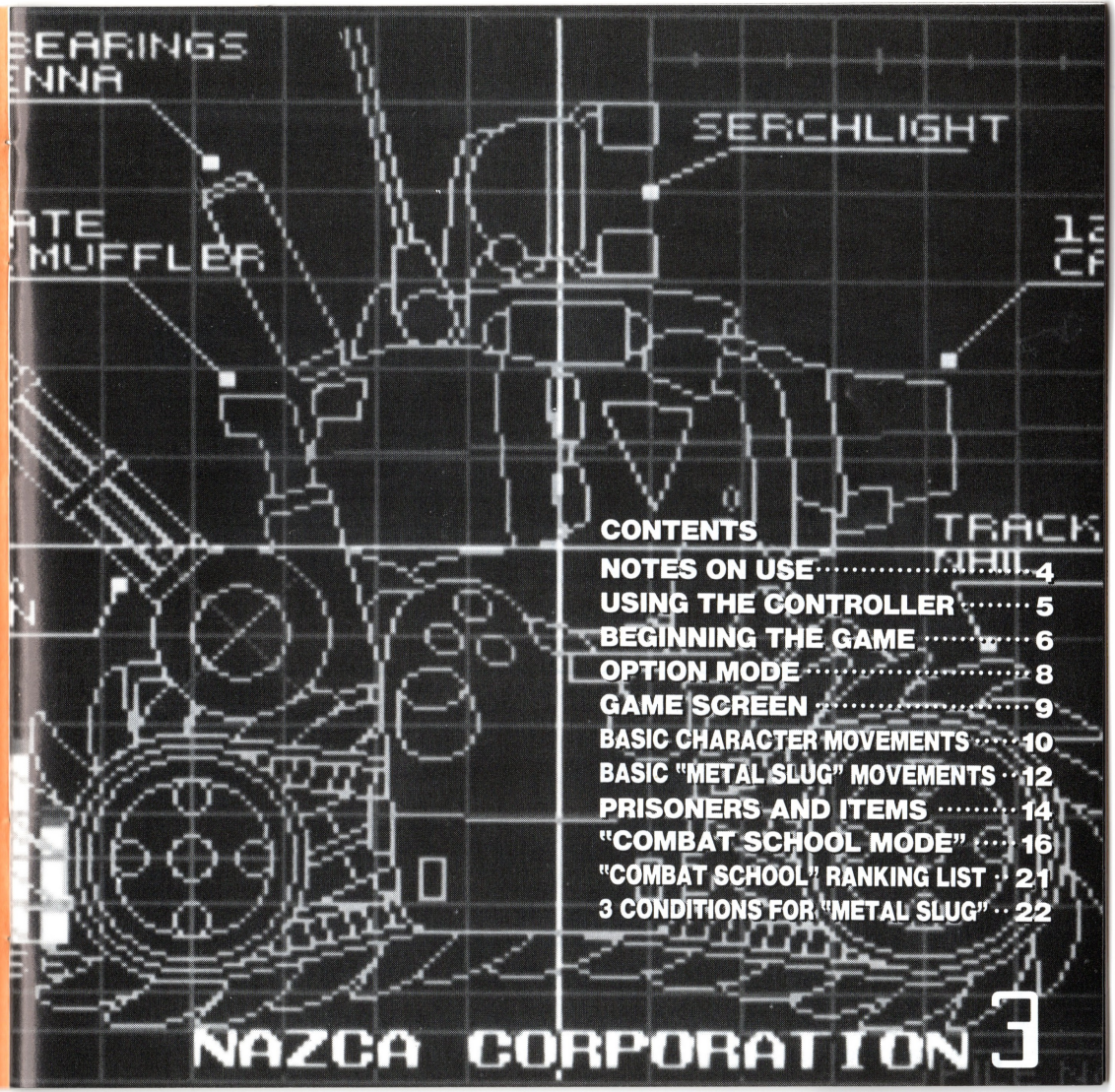
PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne vous tenez pas trop prés de l'écran
- Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement
- Utilisez de préférence les jeux vidéo sur un écran de petite taille
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil
- Assurez-vous que vous jouez dans une pièce bien éclairée
- En cours d'utilisation,faites des pauses de dix à quinze minutes toutes les heures

[AVERTISSEMENT SUR L'EPILEPSIE]

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter un médecin.



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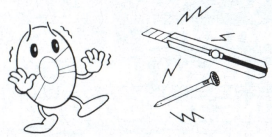
NAZCA CORPORATION 3

NOTES ON THE NEO GEO CD DISK

This CD is designed excluusively for NEO GEO CD Console. (Do not use it with musical CD players.) Before starting to play, read the notes below carefully and enjoy playing in proper way.

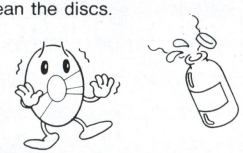
HOW TO HANDLE THE DISK

Do not scratch the surface of discs. Be particularly careful when putting in and taking out of the cases.

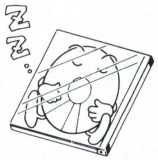


Do not write of paint, or place the stickers on the printed side of discs. If may resuit in the mis-reading of data. Do not bend or attempt modifications on discs.

Keep the reading side of discs clean. If it gets filthy, wipe on the surface with a soft and dry cloth in a straight motion from the center out. Do not use thinner or benzene to clean the discs.

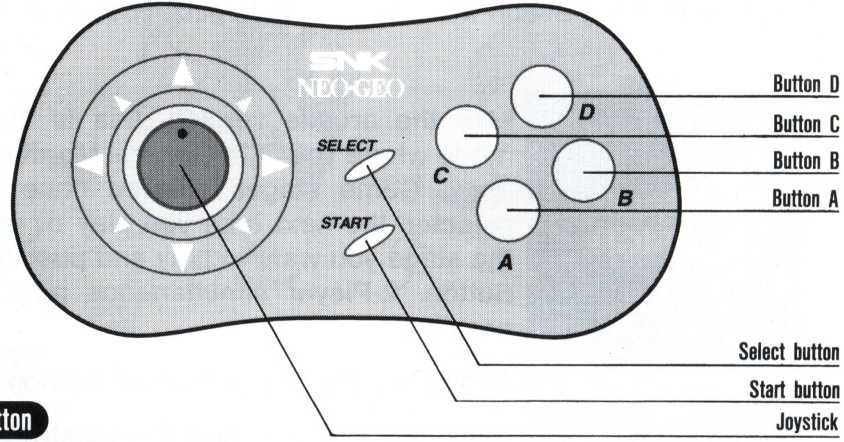


When not in use, keep discs in their protective cases. Avoid placing discs in damp areas or circumstances of high temperature.



* Copying or renting out this CD-ROM without the permission of the manufacturer is expressly forbidden.
* NEO GEO game screens have been used in certain areas of this user's manual to explain specific points.

OPERATION OF THE CONTROLLER



Select button
Press to temporarily stop a game (press again to start again).

Start button
Press to start a game, to take part in the middle of a game or to continue.

Joystick
Use to determine the movement, squatting, shooting direction, etc. of the players and Metal Slug (tank).

Button A Gun shoot/vulcan gun

Button B Jump

Button C A hand grenade throw cannon gun

Button D Do not use

*Button settings can be changed by selecting "Key Configuration" in the Option Mode (see p. 8).

BEGINNING THE GAME

The menus listed below are displayed on the Title Menu screen. By moving the joystick up and down, select the desired menu and push the A Button. To cancel a setting or close a window display, push the B Button. (Pushing the Start Button will automatically begin arcade play.)

ARCADE MISSION	**Like the arcade version, this is the game mode where you fight General Morden's rebel arwy. Game stages cleared once can be selected the next time you play by selecting the stage you want to play and pushing the A Button. 2-Player simultaneous play is also possible.**
HOW TO PLAY	**Begins the Playing Instruction demonstration.**
DEMONSTRATION	**Runs the Opening and Demonstration Play screens.**
COMBAT SCHOOL	**A game mode for testing your technical skills under special conditions (see pp. 16 to 21).**
OPTION	**A mode for changing various game settings (see p. 8).**
EXIT	**For returning to the Control Screen.**

OPTION MODE

A mode for changing game settings and viewing the "Art Gallery." Move the joystick up and down to select the items below and push the A Button to call up a window display for the desired item. Then, select items with the Joystick and push the A Button to set selections or the B Button to cancel settings.

HERO

Change the number of player machines in the ARCADE MISSION mode from 1 to 5.

DIFFICULTY

Select an ARCADE MISSION difficulty level from 4 levels: EASY (a beginning level) to HARD (or expert level).

KEY CONFIG

Change controller operation settings on the Player 1 or Player 2 controllers. For each controller, select and determine the settings you want to change for each button.

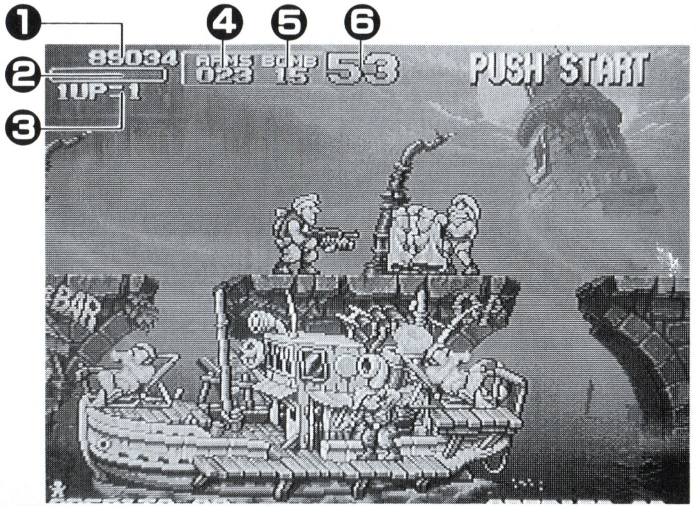
ART GALLERY

Lets you browse through a selection of official artwork from "Metal Slug." You can choose from 3 types of art: CHARACTERS (portraits of game characters), MECHANICS (a collection of vehicle drawings), and OTHERS (miscellaneous drawings). After selecting categories, view artwork operating the control panel display.

[CONTROL PANEL OPERATIONS]

JOYSTICK: Scroll graphics moving the Joystick up, down, left, and right.
A BUTTON: Browse through graphics numbers.
B BUTTON: Call back previous graphic numbers.
C BUTTON: Turns control panel display ON/OFF.
D BUTTON: Change background music.
SELECT BUTTON: Return to the Title Menu screen.

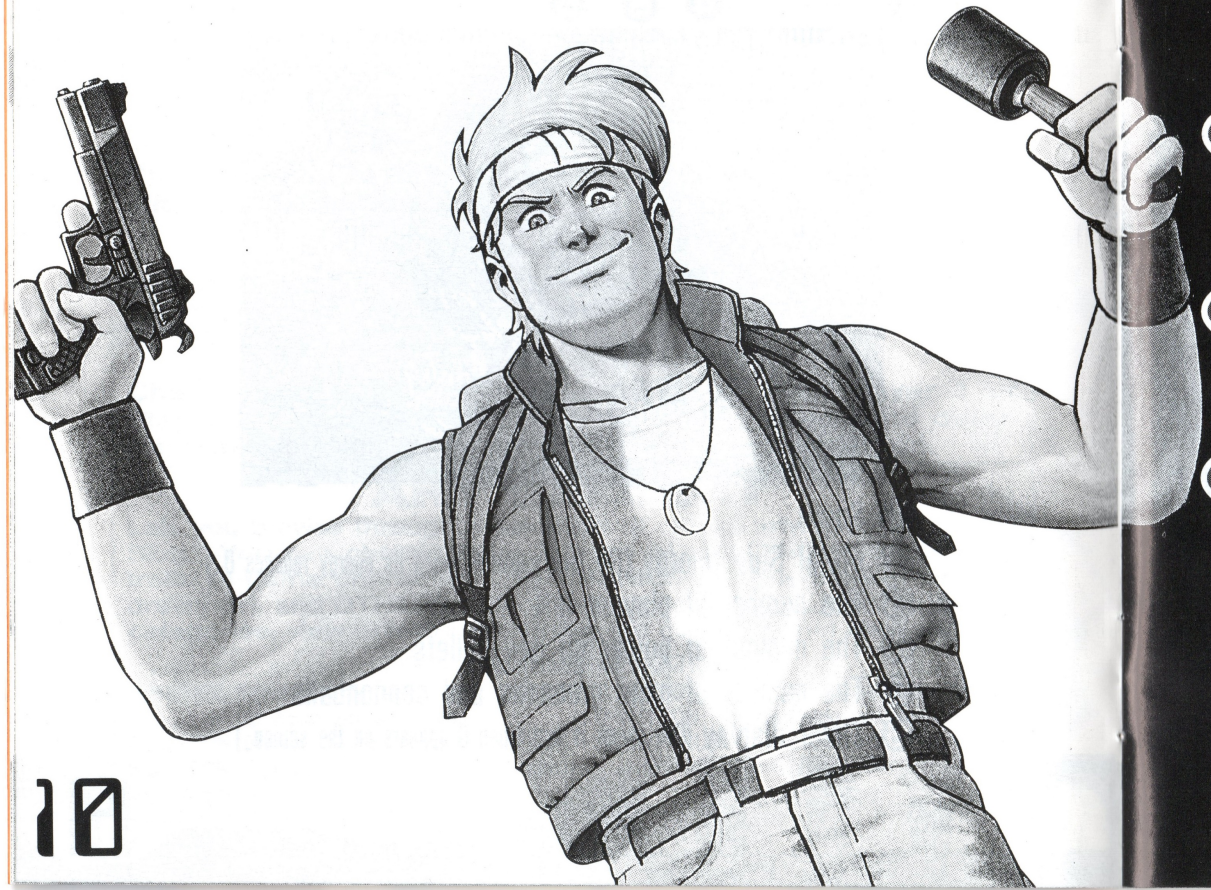
GAME SCREENS



1. Score
2. Metal Slug energy (The tank explodes when its energy reaches 0.)
3. The number of players left
4. The number of power up gun bullets
5. The number of hand grenades and cannonballs
6. Timer display (One player is lost when 0 appears on the screen.)

BASIC OPERATION OF PLAYERS

Master it for survival!



Button A **Gun shoot!**
within point-blank range, a knife attack

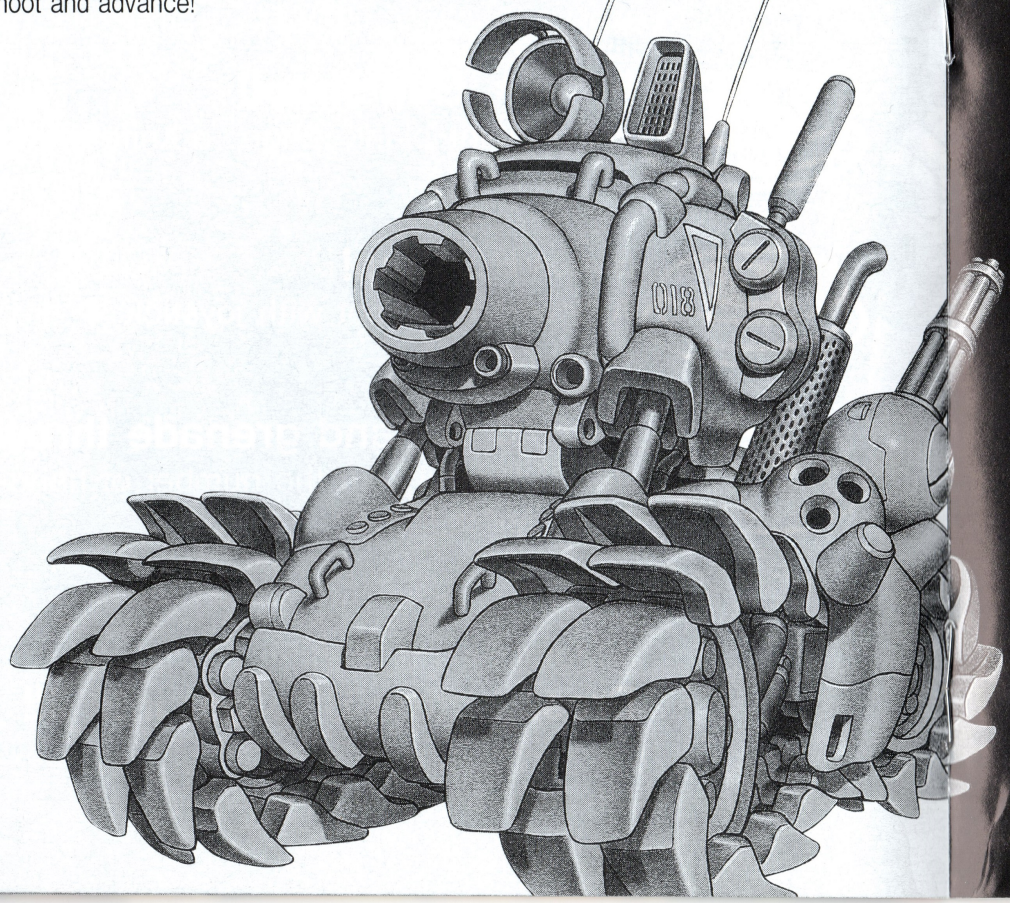
Button B **Jump!**
A downward shoot with joystick ⬇ + button A while jumping

Button C **A hand grenade throw!**
Very powerful, but the number of hand grenades is limited.

If Metal Slug is found…
Press button B to get into it!!

BASIC OPERATION OF METAL SLUG

Metal Slug gives its riders the bravy never imagined possible.
Shoot and advance!



Button A **Vulcan gun shoot!**
Use of the joystick enables a shoot in any 360°angle.

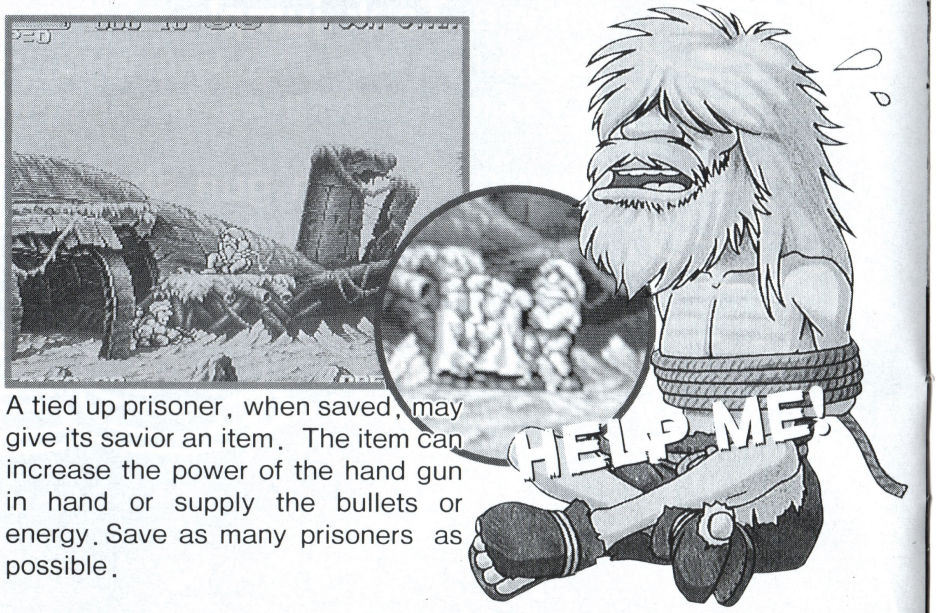
Button B **Tank jump!**
Escape from the tank operating the joystick ⬇ + button B after three attacks by the enemy.

Button C **Cannon gun shoot!**
Surprisingly powerful, but the number of cannonballs is limited.

Buttons A + B **Metal Slug attack!**
Metal Slug bangs into the enemy full force! It crashes itself giving major damage to the enemy.

PRISONERS AND ITEMS

On finding a prisoner, save him by all means!

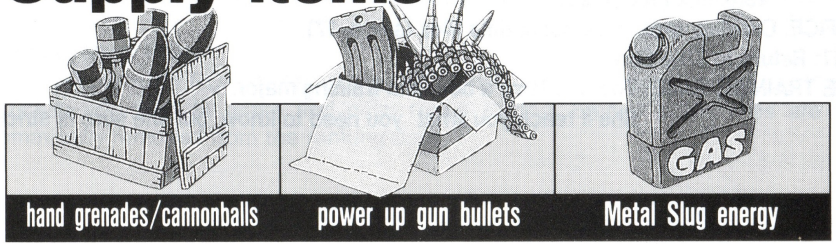


A tied up prisoner, when saved, may give its savior an item. The item can increase the power of the hand gun in hand or supply the bullets or energy. Save as many prisoners as possible.

Power up gun items

H	can shoot continuously	Heavy machine gun
R	can shoot a missisle	Rocket launcher
S	a short effective range, but causes big damage	Shotgun
F	a flame thrower for men	flame shot

Supply items

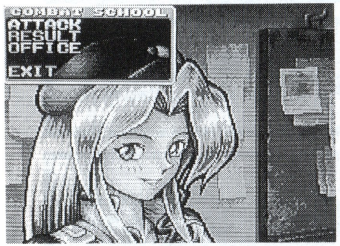


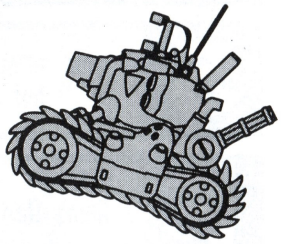
COMBAT SCHOOL MODE

A game mode where you enter the Union Arwy Academy as a cadet and go through rigorous combat training. Players train under special conditions to test their skills and improve personal records.

VIEWING THE MAIN SCREEN

Selecting COMBAT SCHOOL under the Title Screen calls up the Main Screen of the Combat School Mode. Select this item with the Joystick, then push the A Button to begin this mode or the B Button to cancel.





ATTACK: Test yourself in the Pinpoint Attack and Survival Attack (See pp. 18-19.)
RESULT: Check out your performance by looking at personal data files and category rankings (see p. 20).
OFFICE: Creates, erases personal data files (see p. 17).
EXIT: Return to Title Screen.
THE TRAINING BABE: The academy's beautiful training major. She'll teach you what you need to know, but she sure is strict!

COMPLETE YOUR ENTRANCE PROCEDURES!

The Combat School Mode is designed so that if you don't submit your application (name entry) and create a personal file, you can't get in. Here's how to create personal data files:

[CREATING PERSONAL DATA FILES]

1. **Call up the Main Screen and select OFFICE to open the window.**
2. **Select JOINING THE ARMY and open the data file.**
3. **Select a blank space in the data file.**
4. **Enter your name in the input window. Move the cursor with the joystick to a letter and push the A Button to select it, or push the B Button to erase a letter. You can select among Hiragana, Katakana, and the alphabet to enter up to 8 letters. After entering a name, select END.**
5. **Enter your date of birth, blood type, and sex in the entry window. Starting from date of birth, enter data in the indicated order, following the same procedures as in step 4, and then select END.**

*** Erasing Data Files**

Select DISCHARGE FROM ARMY in the OFFICE window and open the data file. Select the player you wish to erase and push the A Button. Erased player files are then automatically removed from the ranking data.

BEGINNING PINPOINT ATTACKS

For Pinpoint Attacks, select a stage and begin play. This training records the time it takes from starting to defeating the boss. The fastest time earns the highest ranking. Follow the steps below to begin training:

1. Select ATTACK on the Main Screen.
2. Select P. POINT in the ATTACK Window.
3. Select 1-Player Play or 2-Player Play in the MODE Window.
4. Select a saved name from the data file. For 2-player simultaneous play, select a name for Player 1 then for Player 2.
5. In the STAGE window, select the stage you want to take on. **Note that you can't, however, select stages you have not yet cleared in the ARCADE MISSION.**
6. Select YES from the OK Window.
7. Regardless of the OPTION settings you make, you will be given only 3 player machines in the PINPOINT ATTACK. If the number of player machines reaches 0 during play, you fail the mission. If your time is better than the best previous times, it is saved automatically.

* If you push the Pause Button during Pinpoint Attacks, you can choose to continue play, restart the test, or change to another stage.

BEGINNING SURVIVAL ATTACKS

You can't select Survival Attacks until all stages of the ARCADE MISSION have been completed. Training involves starting from the beginning of the first screen and competing to see how far you can proceed without being killed. The longest you can go without dying, the higher your score will be. Follow the steps below to begin training:

1. Select ATTACK from the Main Screen.
2. Select SURVIVAL in the ATTACK Window.
3. Select 1-Player Play or 2-Player Play in the MODE Window.
4. Select a saved name from the data file. For 2-player simultaneous play, select a name for Player 1 then for Player 2.
5. Select YES in the OK Window.
6. Begin the SURVIVAL ATTACK! Regardless of OPTION settings, you will be given only 1 player machine. If you die, the attack ends there. If the distance is longer than previously recorded rankings, records are revised and automatically saved.

* If you push the Pause Button during Survival Attacks, you can choose to continue play or Quit.

VIEWING GAME RANKINGS

Select RESULT from the MAIN Screen to see your current personal rankings. The RESULT Window will open and each personal data file and category ranking will be shown.

PERSONAL

When selected, the data file appears on the screen. Select the name of the player whose records you want to see to open the records window. The records window shows the fastest clear time for Pinpoint Attacks, the longest distance for Survival Attacks, and the current total score (out of 1,000 points).

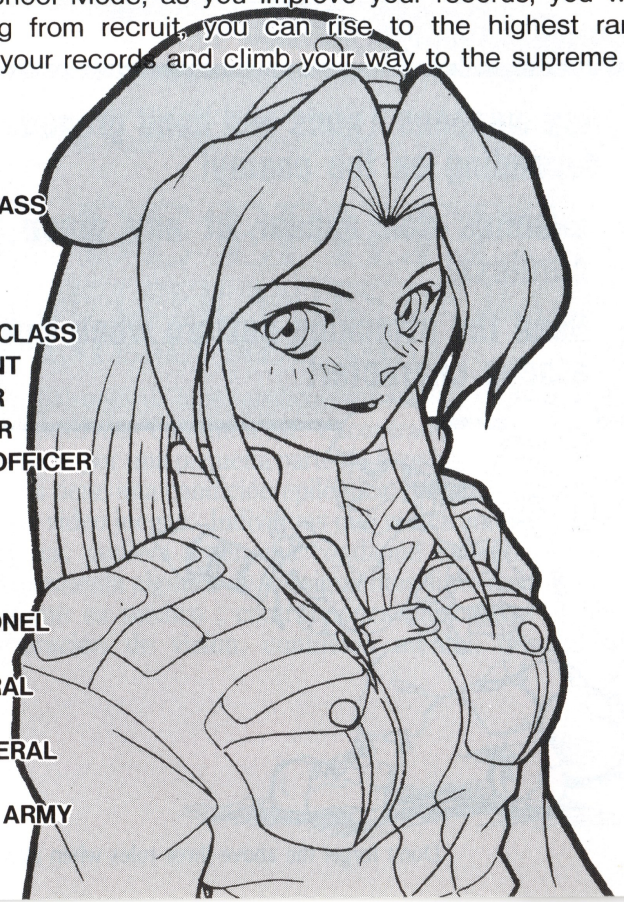
TOP5

When you select this item, you can see the top 5 scores in each category. Categories are divided into 4 types: 1-Player Pinpoint Attack, 2-Player Simultaneous Pinpoint Attack, 1-Player Survival Attack, and 2-Player Simultaneous Survival Attack.

COMBAT SCHOOL RANKING LIST

In the Combat School Mode, as you improve your records, you will be promoted. Starting from recruit, you can rise to the highest rank of General. Improve your records and climb your way to the supreme command post!

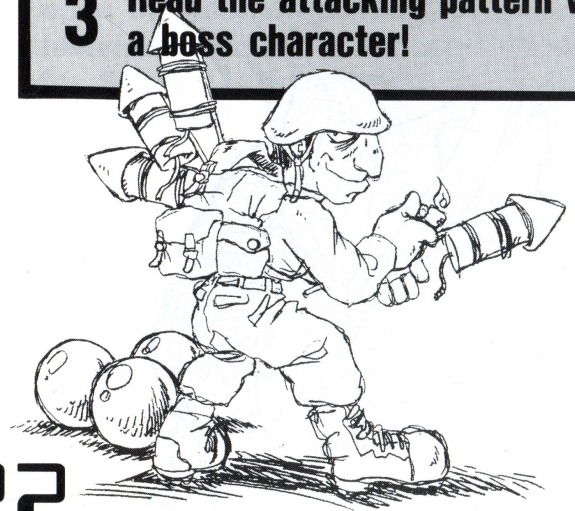
RECRUIT
PRIVATE
PRIVATE FIRST CLASS
CORPORAL
SERGEANT
STAFF SERGEANT
SERGEANT FIRST CLASS
MASTER SERGEANT
SERGEANT MAJOR
WARRANT OFFICER
CHIEF WARRANT OFFICER
2ND. LIEUTENANT
1ST. LIEUTENANT
CAPTAIN
MAJOR
LIEUTENANTCOLONEL
COLONEL
BRIGADIER GENERAL
MAJOR GENERAL
LIEUTENANT GENERAL
GENERAL
GENERAL OF THE ARMY



THREE RULES OF METAL SLUG

(To defeat General Morden)

1. **Use weapons (guns and hand grenades) properly depending on the enemy!**
2. **Enemies can appear at any place. Never be careless!**
3. **Read the attacking pattern when fighting against a boss character!**



Don't forget the above three rules when attacking. Now, good luck.

AVISO

Para que pueda disfrutar mas de este y otros video juegos - NEO·GEO, recomendamos a que sigan las siguientes sugerencias.

●Asegúrese de tomar un descanso por lo menos una vez cada hora. Cuando este muy cansado u enfermo, es mejor que no juegue hasta que se recupere.

●Asegúrese de jugar en un lugar bien iluminado y a una buena distancia del monitor del televisor.

[AVISO DE EPILEPSIA]

POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEO·GEO

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, por favor de consultar con su médico antes de jugar video juegos. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes sintomas mientras juega video juegos, consulte con su médico ; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEO-GEO-Videospielen zu erlangen,möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

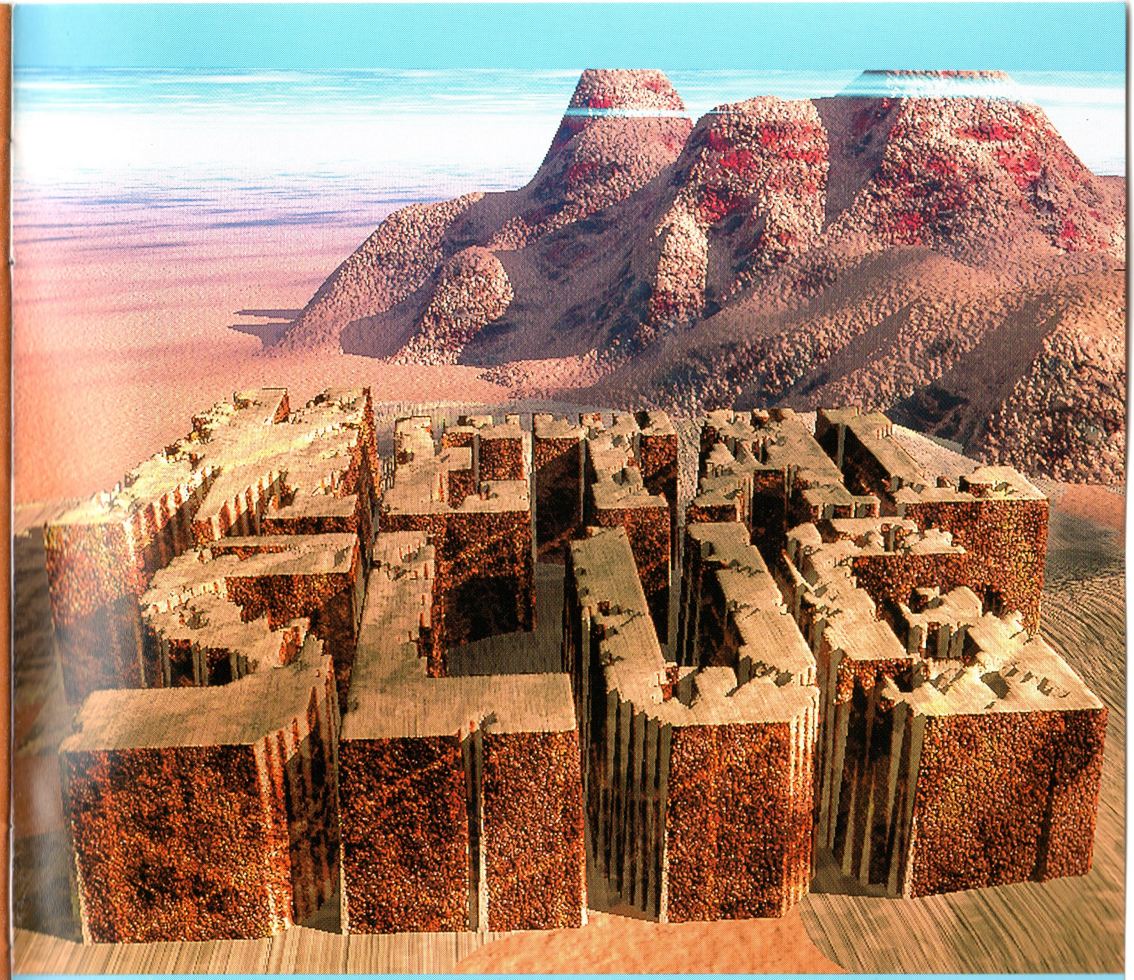
●Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!

●Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum TV-Bildschirm spielen!

[EPILEPSIE - WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEO-GEO-System spielen!!

●Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollten Sie irgendwelche der nachfolgenden Symtome während des Spielens mit Videospielen bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt : unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!



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